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61 Power grid analysis and optimization: Power network analysis using an adaptive



algebraic multigrid approach

Zhengyong Zhu, Bo Yao, Chung-Kuan Cheng

June 2003 Proceedings of the 40th conference on Design automation

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Publisher: ACM Press

Full text available: Topological pdf (146.48 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we introduce an efficient analysis method for the power network of general topology. The new approach is based on algebraic multigrid (AMG) method that can avoid the slow convergence of basic iterative methods. An innovative adaptive coarsening and error-smoothing scheme is employed to further speed up the performance, taking advantage of the spatial variation of power supply noise. Experimental results show that our method is more than 100 times faster than SPICE3.

Keywords: adaptive analysis, algebraic multigrid method, circuit simulation, power distribution network

62 Adaptive smooth scattered-data approximation for large-scale terrain visualization



May 2003 Proceedings of the symposium on Data visualisation 2003 VISSYM '03

Publisher: Eurographics Association

Full text available: pdf(3.75 MB) Additional Information: full citation, abstract, citings

We present a fast method that adaptively approximates large-scale functional scattered data sets with hierarchical B-splines. The scheme is memory efficient, easy to implement and produces smooth surfaces. It combines adaptive clustering based on quadtrees with piecewise polynomial least squares approximations. The resulting surface components are locally approximated by a smooth B-spline surface obtained by knot removal. Residuals are computed with respect to this surface approximation, determi ...

63 Post-convolved splatting

Neophytos Neophytou, Klaus Mueller

May 2003 Proceedings of the symposium on Data visualisation 2003 VISSYM '03

Publisher: Eurographics Association

Additional Information: full citation, abstract, index terms Full text available: pdf(2.18 MB)

One of the most expensive operations in volume rendering is the interpolation of samples in volume space. The number of samples, in turn, depends on the resolution of the final image. Hence, viewing the volume at high magnification will incur heavy computation. In this paper, we explore an approach that limits the number of samples to the resolution of the volume, independent of the magnification factor, using a cheap post-convolution

process on the interpolated samples to generate the missing s ...

64 Color gamut matching for tiled display walls



Grant Wallace, Han Chen, Kai Li

May 2003 Proceedings of the workshop on Virtual environments 2003 EGVE '03 Publisher: ACM Press

Full text available: pdf(678.72 KB)

Additional Information: full citation, abstract, references, citings, index

This paper presents a non-parametric full-gamut color matching algorithm. Color matching is important for the seamless appearance of tiled displays. In particular we address the case where the tiled display is composed of different types of projectors or DLP projectors with white enhancement. White enhancement produces a non-additive color space that is difficult to model. We perform our calibration using an inexpensive colorimeter as opposed to a highly accurate spectroradiometer. Our results s ...

65 Session 4: video processing and transformation: Painting with looks: photographic



images from video using quantimetric processing Steve Mann, Corey Manders, James Fung

December 2002 Proceedings of the tenth ACM international conference on Multimedia

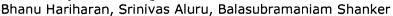
Publisher: ACM Press

Full text available: pdf(861.14 KB) Additional Information: full citation, abstract, references, citings

When we ask the fundamental question "What does a camera measure?", we arrive at the concept of quantimetric imaging, which uses a new quantimetric unit, q, characteristic of a particular camera (e.g. each kind of camera defines its own quantimetric unit q based on its spectral response, etc.). Fluctuations in interframe exposures, along a sequence of images, give rise to a comparametric relationship between successive pairs of images. This allows us to estimate the response ...

Keywords: comparametric equations, comparametrics, image processing, multiple exposures, video

66 A scalable parallel fast multipole method for analysis of scattering from perfect electrically conducting surfaces



November 2002 Proceedings of the 2002 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society Press

Full text available: pdf(193.51 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we develop a parallel Fast Multipole Method (FMM) based solution for computing the scattered electromagnetic fields from a Perfect Electrically Conducting (PEC) surface. The main contributions of this work are the development of parallel algorithms with the following characteristics: 1) provably efficient worst-case run-time irrespective of the shape of the scatterer, 2) communication-efficiency, and 3) guaranteed load balancing within a small constant factor. We have developed a ...

67 Multi-resolution representations: Interactive visualization of unstructured grids using hierarchical 3D textures

Joshua Leven, Jason Corso, Jonathan Cohen, Subodh Kumar

October 2002 Proceedings of the 2002 IEEE symposium on Volume visualization and graphics

Publisher: IEEE Press

Full text available: pdf(2.83 MB) Additional Information: full citation, abstract, references, index terms

We present a system for interactively rendering large, unstructured grids. Our approach is to voxelize the grid into a 3D voxel octree, and then to render the data using hierarchical, 3D texture mapping. This approach leverages the current 3D texture mapping PC hardware for the problem of unstructured grid rendering. We specialize the 3D texture

octree to the task of rendering unstructured grids through a novel pad and stencil algorithm, which distinguishes between data and non-data voxel ...

68 Session P6: level sets and isovalues: Level set segmentation from multiple nonuniform volume datasets

Ken Museth, David E. Breen, Leonid Zhukov, Ross T. Whitaker

October 2002 Proceedings of the conference on Visualization '02

Publisher: IEEE Computer Society

Full text available: pdf(6.77 MB) Additional Information: full citation, abstract, references, index terms

Typically 3-D MR and CT scans have a relatively high resolution in the scanning X - Yplane, but much lower resolution in the axial Z direction. This non-uniform sampling of an object can miss small or thin structures. One way to address this problem is to scan the same object from multiple directions. In this paper we describe a method for deforming a level set model using velocity information derived from multiple volume datasets with non-uniform resolution in order to produce a ...

Keywords: 3D reconstruction, level set models, segmentation, visualization

69 Session P1: medical visualization: Direct surface extraction from 3D freehand ultrasound images

Youwei Zhang, Robert Rohling, Dinesh K. Pai

October 2002 Proceedings of the conference on Visualization '02

Publisher: IEEE Computer Society

Full text available: T pdf(1.10 MB) Additional Information: full citation, abstract, references

This paper presents a new technique for the extraction of surfaces from 3D ultrasound data. Surface extraction from ultrasound data is challenging for a number of reasons including noise and artifacts in the images and non-uniform data sampling. A method is proposed to fit an approximating radial basis function to the group of data samples. An explicit surface is then obtained by iso-surfacing the function. In most previous 3D ultrasound research, a pre-processing step is taken to interpolate th ...

Keywords: 3D freehand ultrasound, direct surface extraction, isosurface, radial basis functions, ultrasound, unstructured data

70 <u>Direct Surface Extraction from 3D Freehand Ultrasound Images</u>

Youwei Zhang, Robert Rohling, Dinesh K. Pai

October 2002 Proceedings of the conference on Visualization '02

Publisher: IEEE Computer Society

Full text available: Publisher Site Additional Information: full citation, abstract

This paper presents a new technique for the extraction of surfacesfrom 3D ultrasound data. Surface extraction from ultrasound data ischallenging for a number of reasons including noise and artifacts inthe images and non-uniform data sampling. A method is proposedto fit an approximating radial basis function to the group of datasamples. An explicit surface is then obtained by iso-surfacing thefunction. In most previous 3D ultrasound research, a pre-processingstep is taken to interpolate the data ...

Keywords: Radial Basis Functions, Ultrasound, Isosurface, 3D Freehand Ultrasound, Direct Surface Extraction, Unstructured data

71 Interactive global illumination: Interactive global illumination using selective photon tracing

Kirill Dmitriev, Stefan Brabec, Karol Myszkowski, Hans-Peter Seidel July 2002 Proceedings of the 13th Eurographics workshop on Rendering EGRW '02



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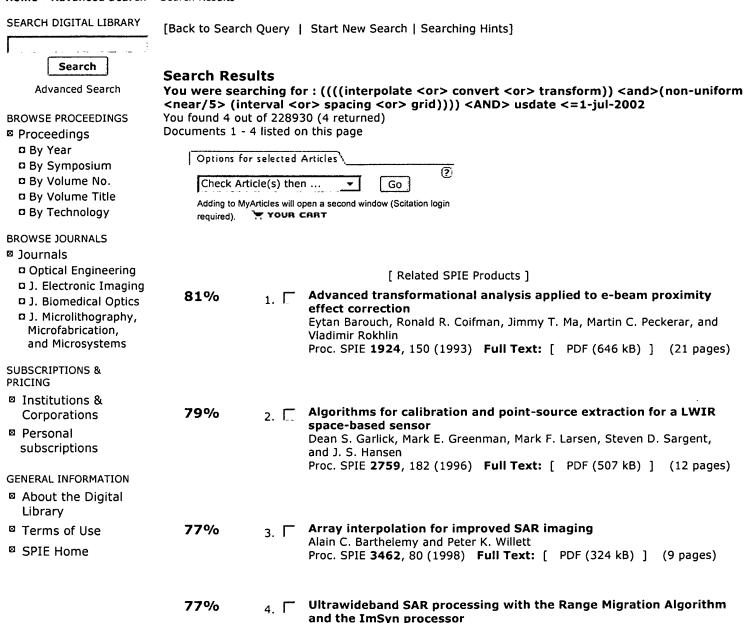
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Louis C. Phillips, Laurence A. Eichel, and Stephen M. Evanko

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5. Non-uniform non-stationary wavelets

Le Mehaute, A.;

Applications of Wavelet Transforms in Image Processing, IEE Colloquium on 20 Jan 1993 Page(s):5/1

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6. Environmentally sensitive sparse gridding for efficient transmission loss calculations Rike, E.R.; DelBalzo, D.R.; Oceans '02 MTS/IEEE Volume 3, 29-31 Oct. 2002 Page(s):1422 - 1429 vol.3 Digital Object Identifier 10.1109/OCEANS.2002.1191846 AbstractPlus | Full Text: PDF(658 KB) | IEEE CNF Rights and Permissions 7. Domain decomposition and non-uniform spherical grid interpolation (NSGI) algorithm for Г fast solution of potential problems Boag, A.; Livshitz, B.; Electrical and Electronics Engineers in Israel, 2002. The 22nd Convention of 1 Dec. 2002 Page(s):86 - 88 Digital Object Identifier 10.1109/EEEI.2002.1178335 AbstractPlus | Full Text: PDF(238 KB) IEEE CNF Rights and Permissions 8. Physical-model based reconstruction of the global instantaneous velocity field from velocity measurement at a few points Derou, D.; Dinten, J.; Herault, L.; Niez, J.; Physics-Based Modeling in Computer Vision, 1995., Proceedings of the Workshop on 18-19 June 1995 Page(s):63 Digital Object Identifier 10.1109/PBMCV.1995.514669 AbstractPlus | Full Text: PDF(696 KB) | IEEE CNF Rights and Permissions 9. Error estimates for Yee's method on non-uniform grids Г Monk, P.; Suli, E.; Magnetics, IEEE Transactions on Volume 30, Issue 5, Part 2, Sep 1994 Page(s):3200 - 3203 Digital Object Identifier 10.1109/20.312618 AbstractPlus | Full Text: PDF(268 KB) IEEE JNL Rights and Permissions 10. Investigation of different non-uniform grids in wavelet based planar circuit analysis Bubke, K.; Oberschmidt, G.; Jacob, A.F.; Physics and Engineering of Millimeter and Submillimeter Waves, 1998. MSMW '98. Third International Kharkov Symposium Volume 1, 15-17 Sept. 1998 Page(s):329 - 331 vol.1 Digital Object Identifier 10.1109/MSMW.1998.758997 AbstractPlus | Full Text: PDF(244 KB) | IEEE CNF Rights and Permissions 11. IEEE Antennas and Propagation Society International Symposium. 1998 Digest. Г Antennas: Gateways to the Global Network. Held in conjunction with: USNC/URSI National Radio Science Meeting (Cat. No.98CH36194) Antennas and Propagation Society International Symposium, 1998. IEEE Volume 1, 21-26 June 1998 Digital Object Identifier 10.1109/APS.1998.698726 AbstractPlus | Full Text: PDF(492 KB) | IEEE CNF Rights and Permissions 12. The use of high-order non-uniform grids in the method of moments applied to electromagnetic scattering Debliquy, O.; de Doncker, P.; Prohoroff, S.; Antennas and Propagation, 2001. Eleventh International Conference on (IEE Conf. Publ. No.

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